

FIG. 2A

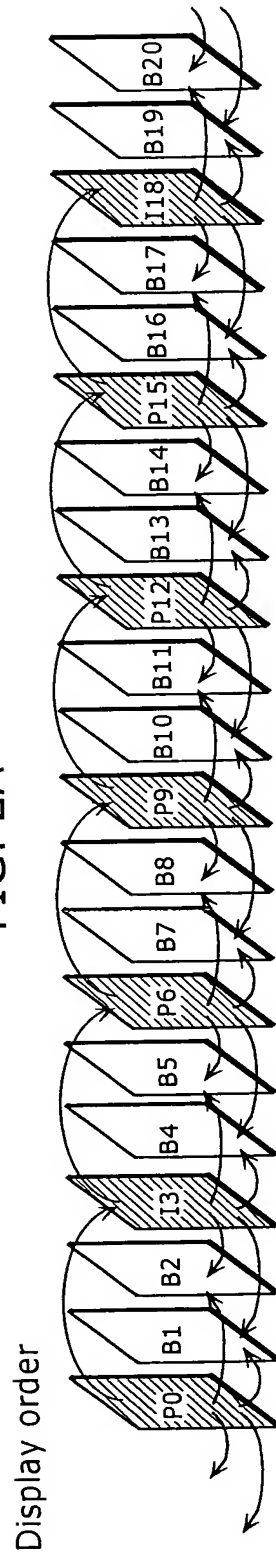


FIG. 2B

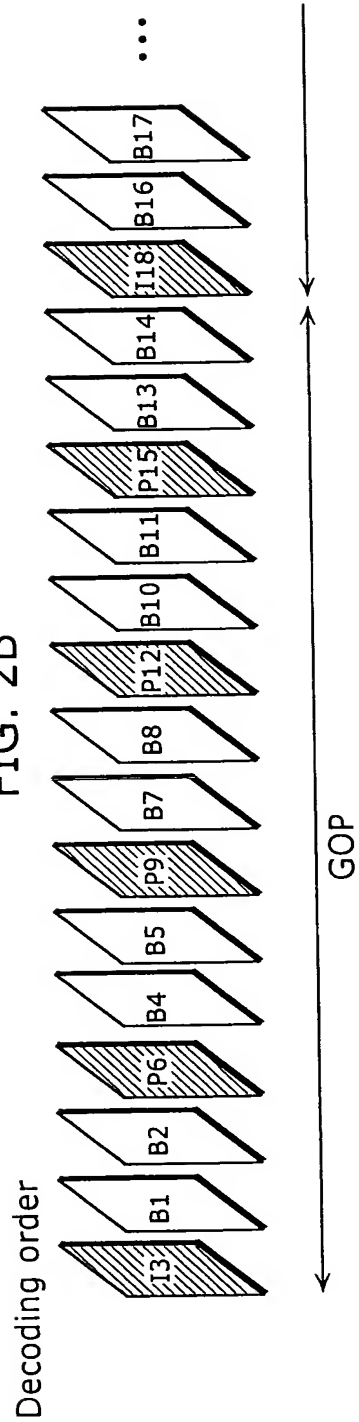


FIG. 3A

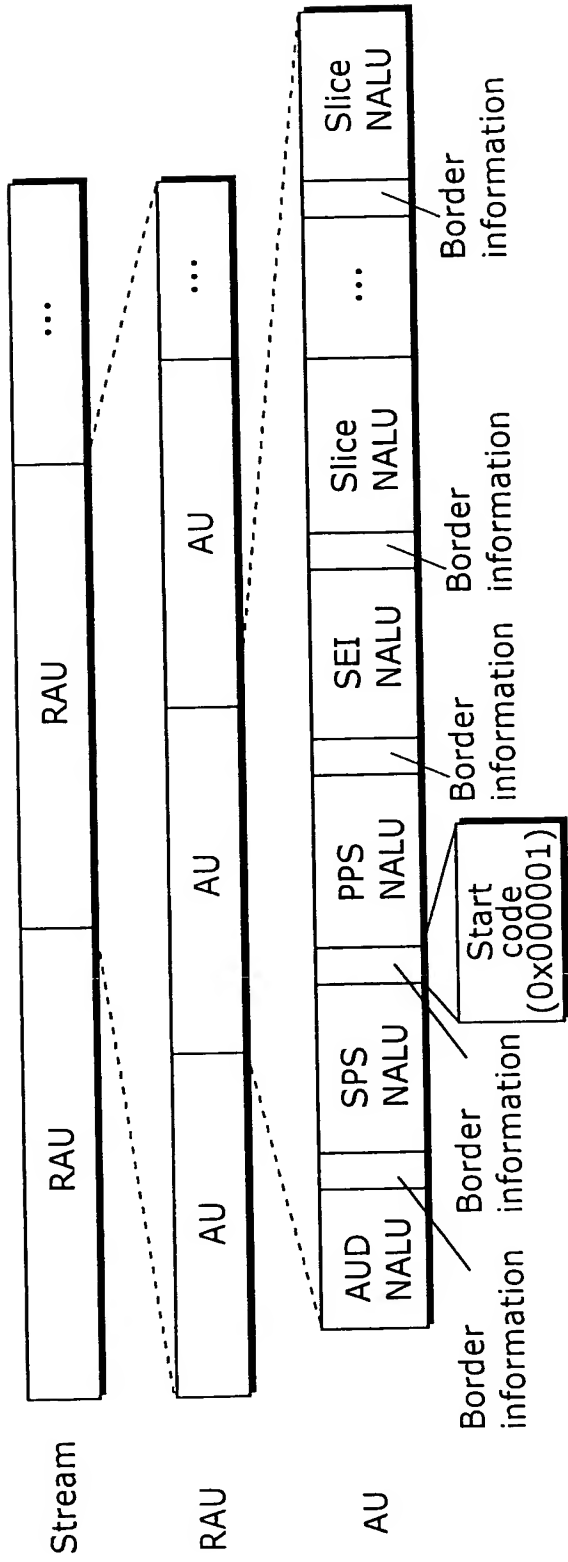


FIG. 3B

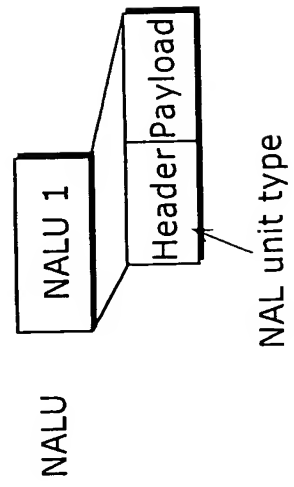
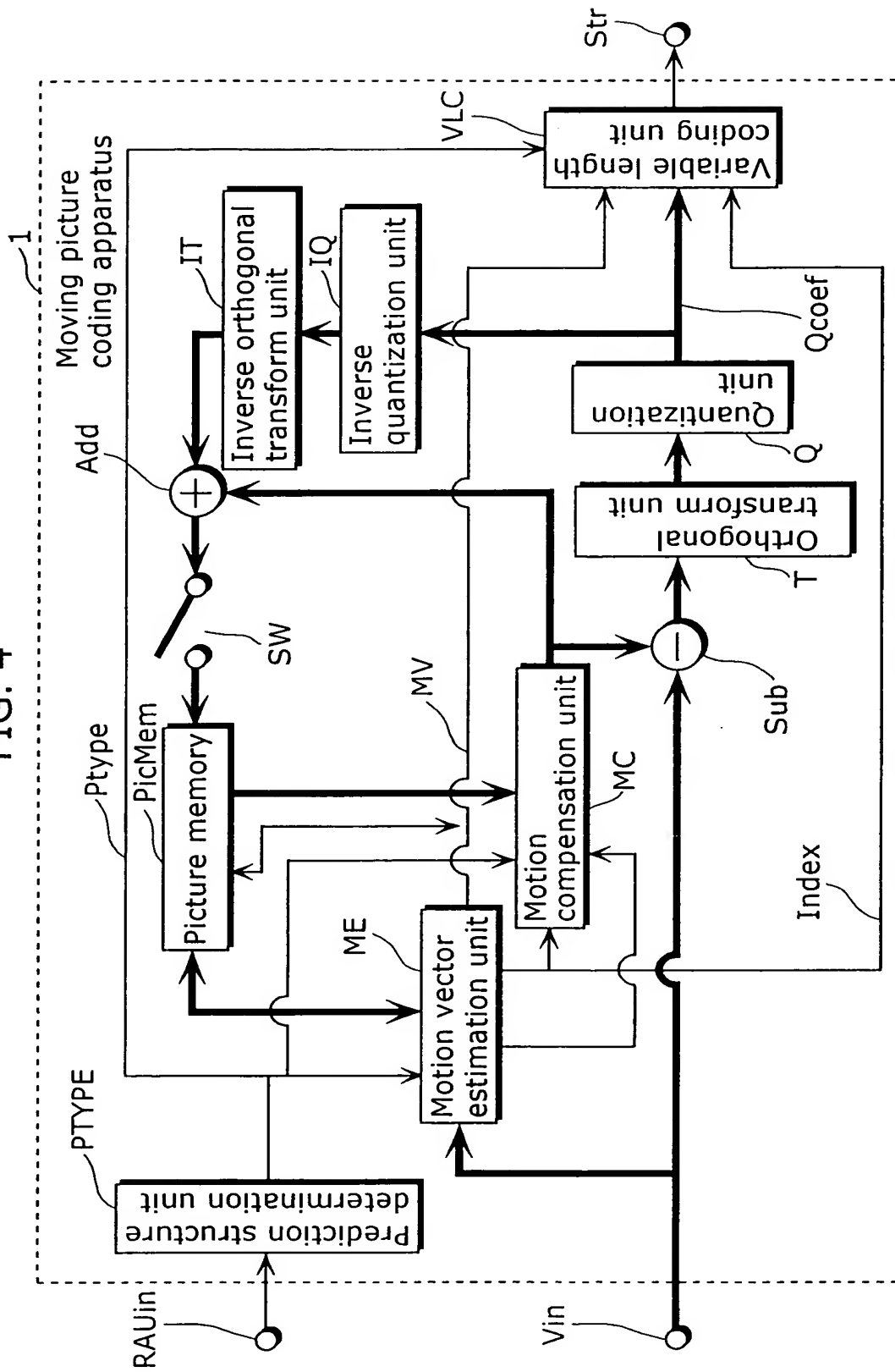


FIG. 4



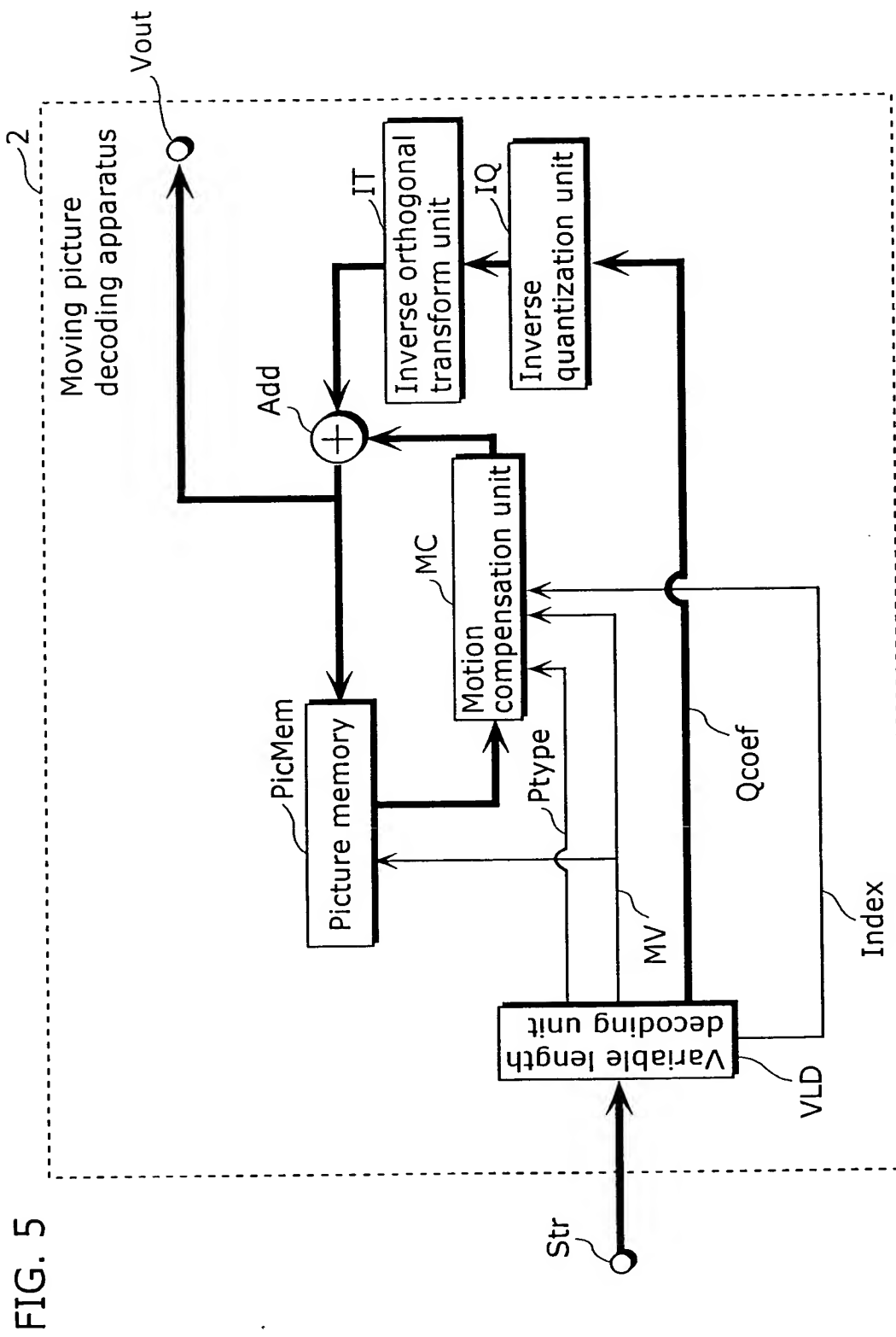


FIG. 5

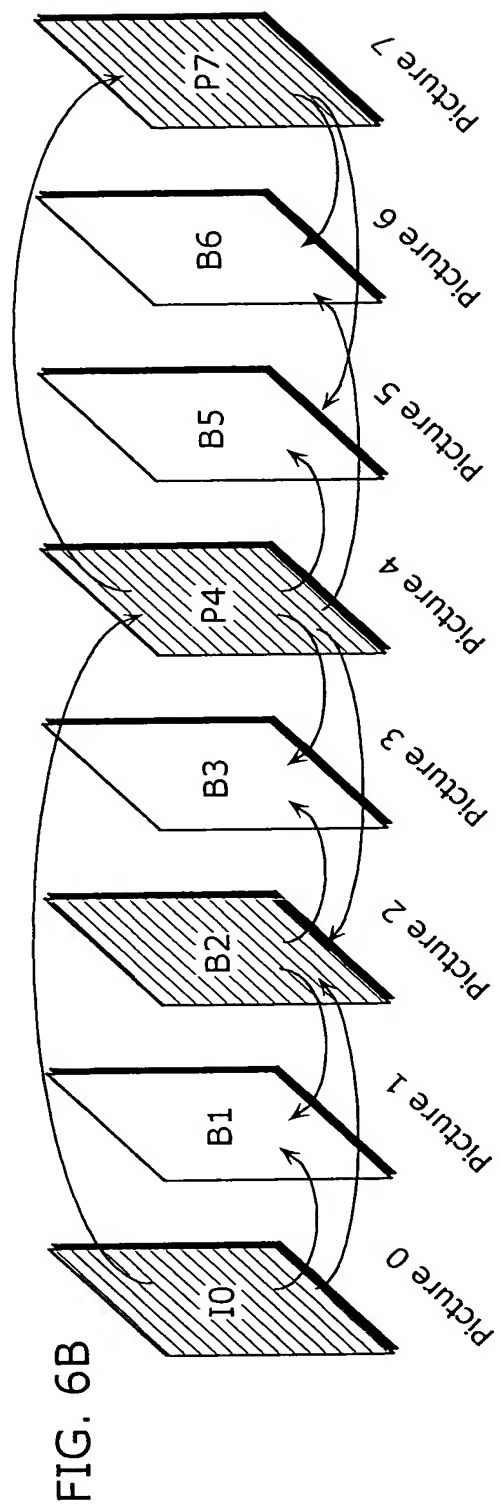
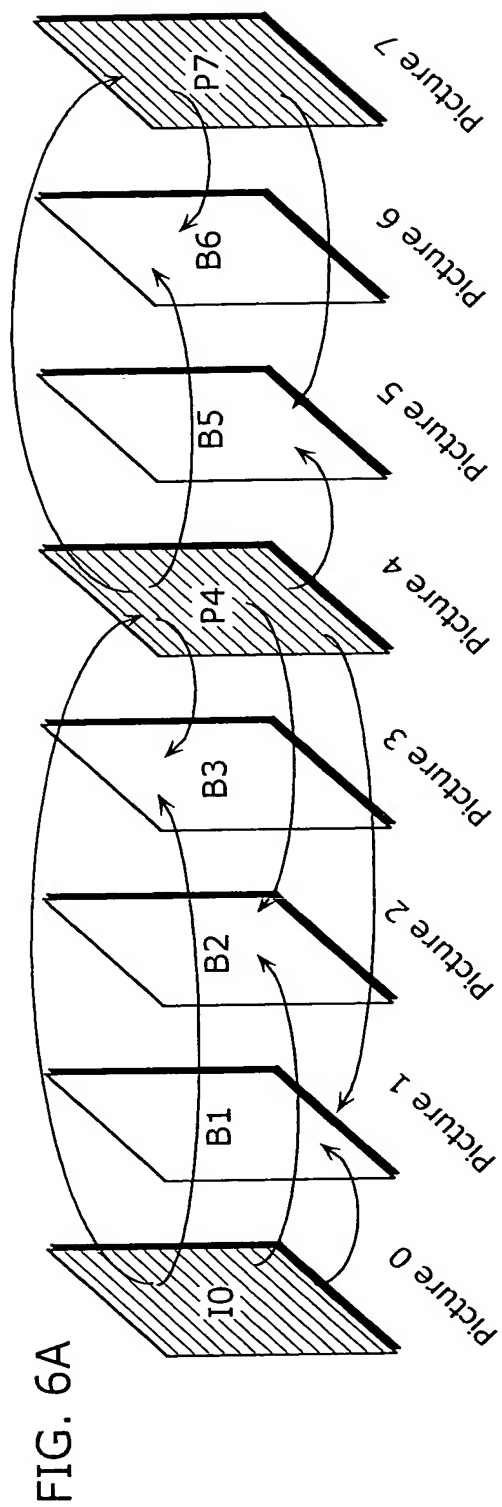


FIG. 7

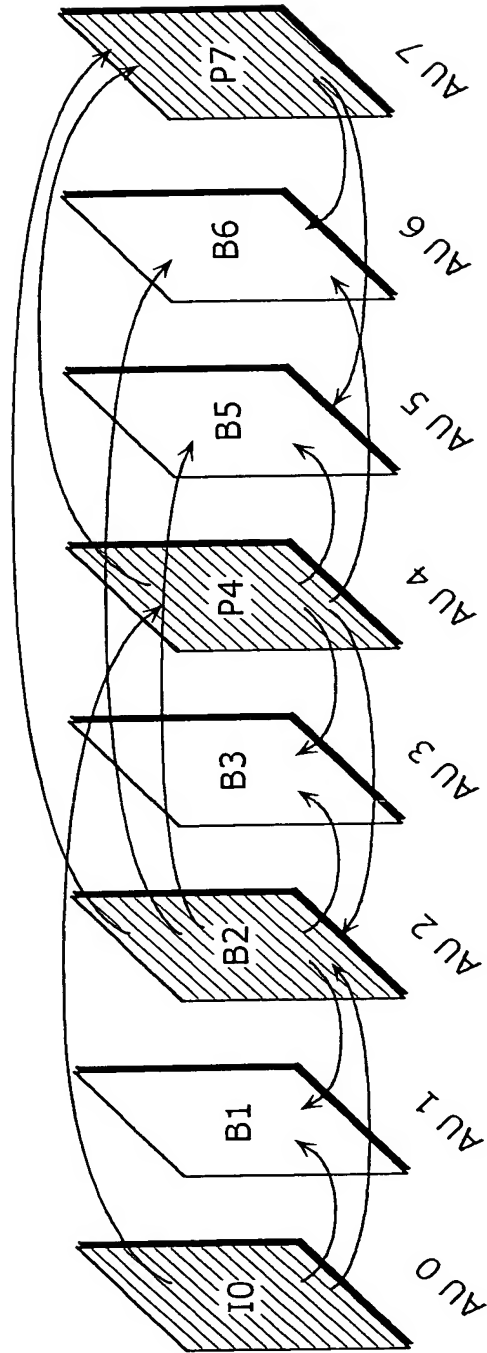


FIG. 8A

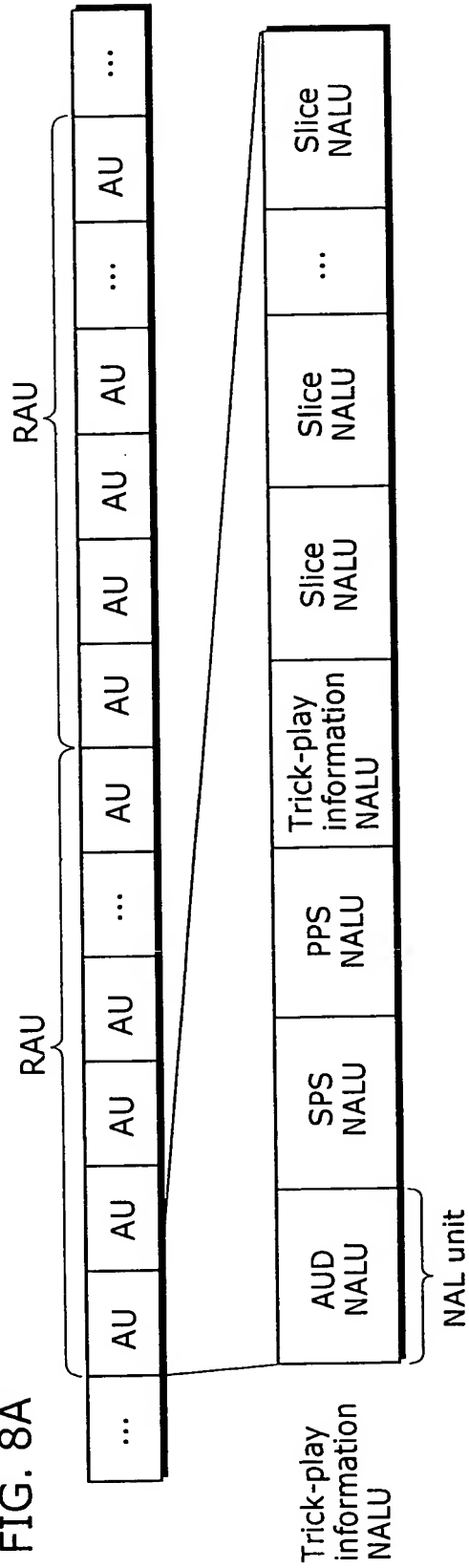


FIG. 8B

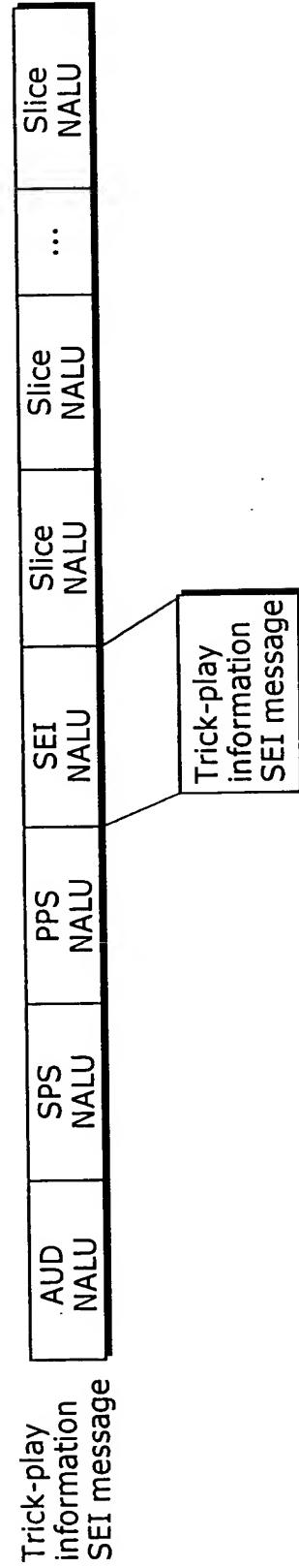




FIG. 9A

Display order

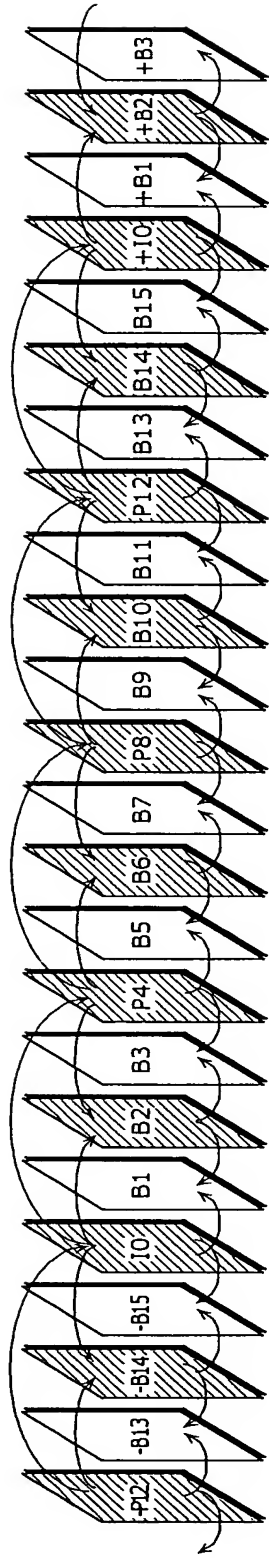


FIG. 9B

Decoding  
order

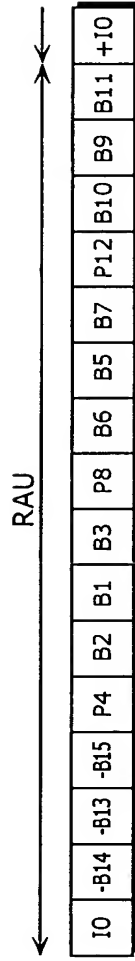


FIG. 9C

Double  
-speed

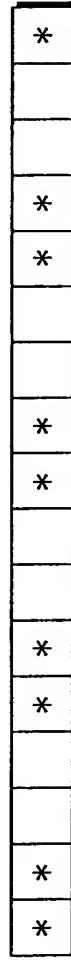


FIG. 9D

Quadruple  
-speed

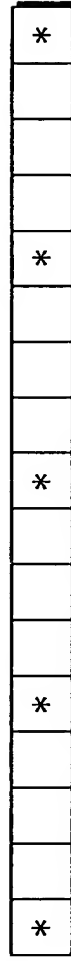


FIG. 10A  
Display order

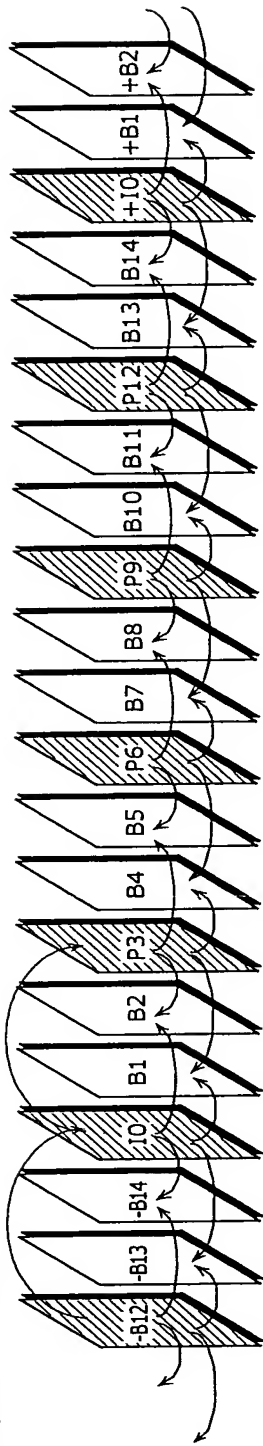


FIG. 10B  
Decoding  
order

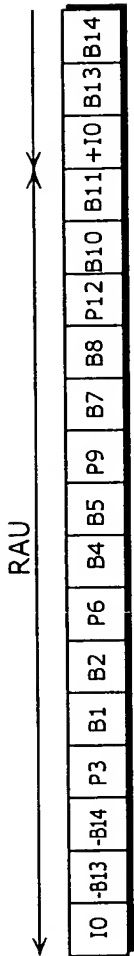


FIG. 10C  
1.5-times  
speed



FIG. 10D  
Triple-speed

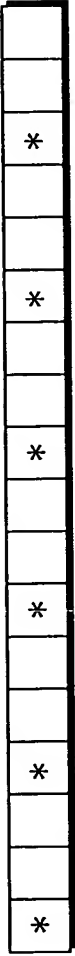


FIG. 11A

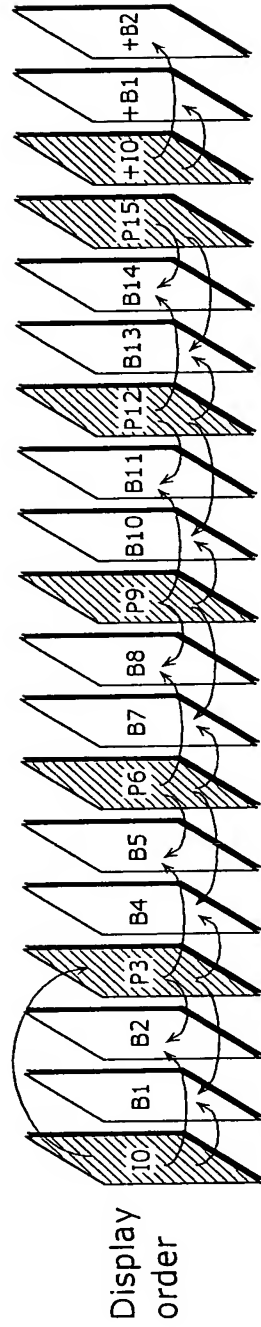


FIG. 11B

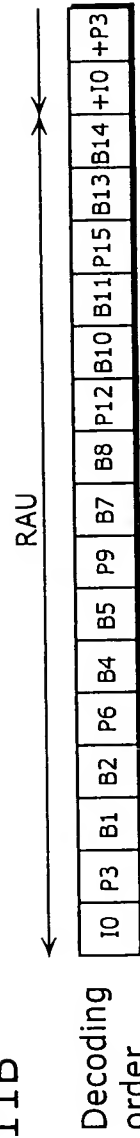


FIG. 11C



FIG. 12A

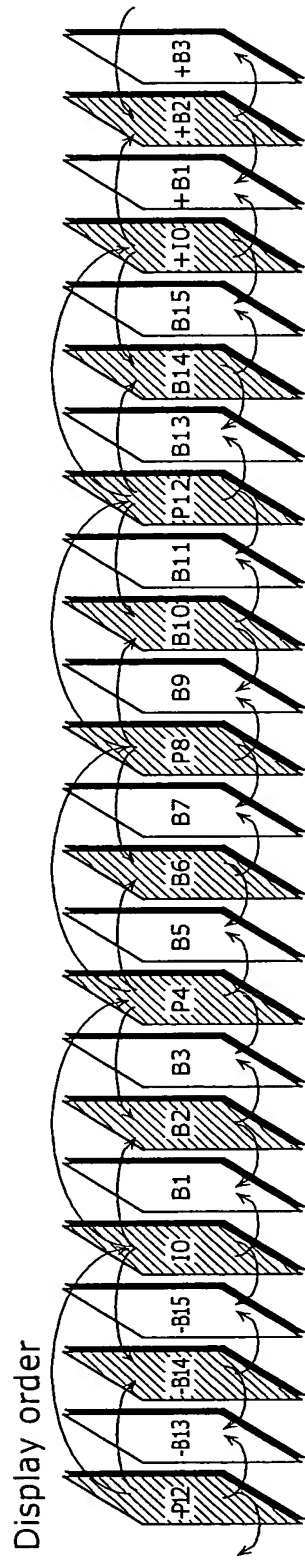


FIG. 12B

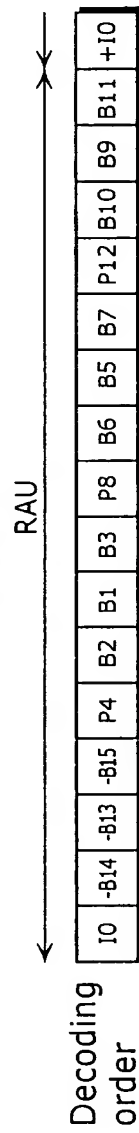


FIG. 12C



FIG. 12D

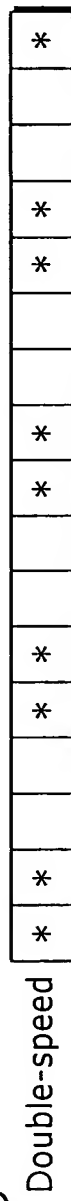


FIG. 12E



FIG. 12F



```

Variable Speed Play {
  num_pic_in_RAU;
  num_speed;
  for (i=0; i < num_speed; i++) {
    play_speed;
    num_dec_pic;
    for (j=0; j < num_dec_pic; j++) {
      dec_pic;
    }
  }
}

```

Syntax example

FIG. 13A

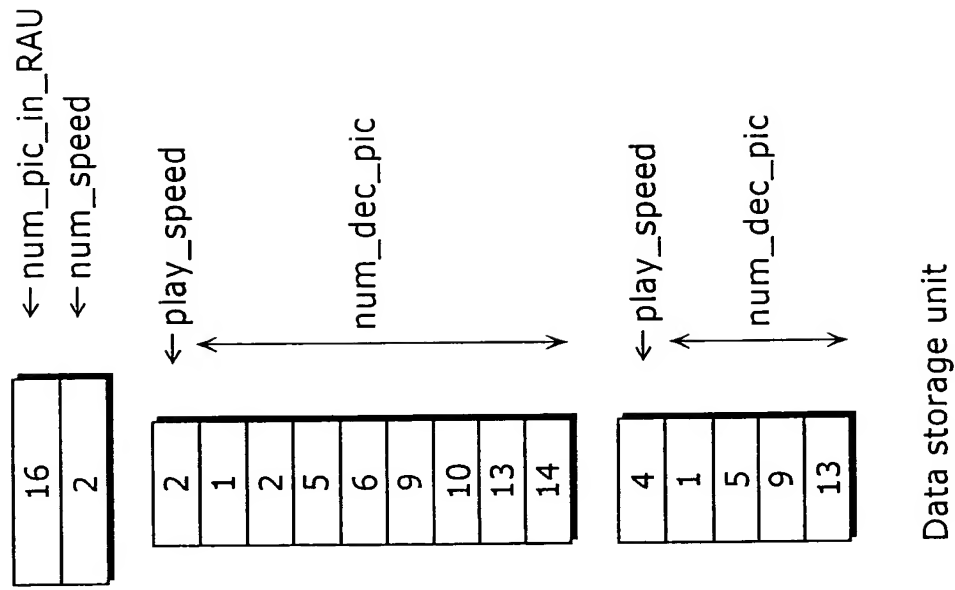


FIG. 13B

FIG. 14

```
Variable Speed Play {  
    num_pic_in_RAU;  
    num_speed;  
    for (i=0; i < num_speed; i++) {  
        play_speed;  
        num_dec_pic;  
        pts_dts_flag;  
        for (j=0; j < num_dec_pic; j++) {  
            dec_pic;  
            if (pts_dts_flag) diplay_order;  
        }  
    }  
}
```

FIG. 15A

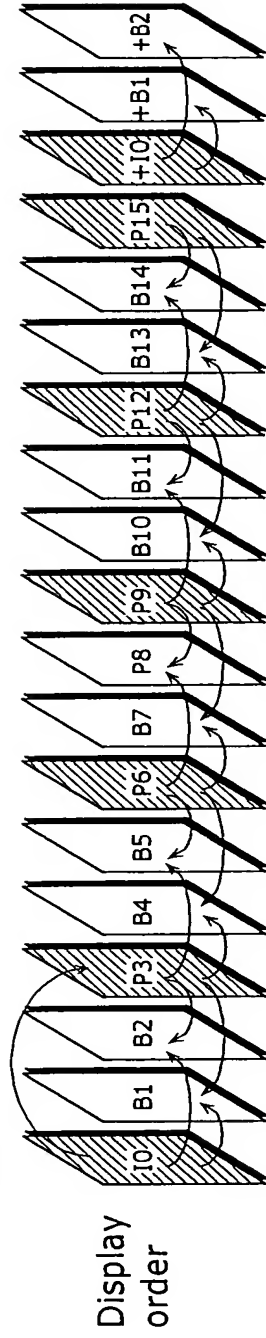


FIG. 15B

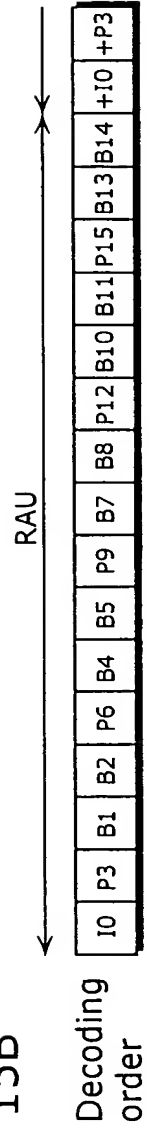


FIG. 15C

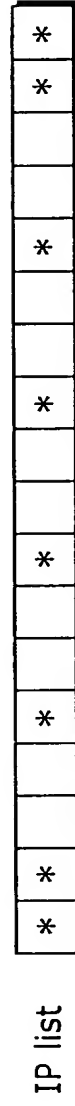


FIG. 16A

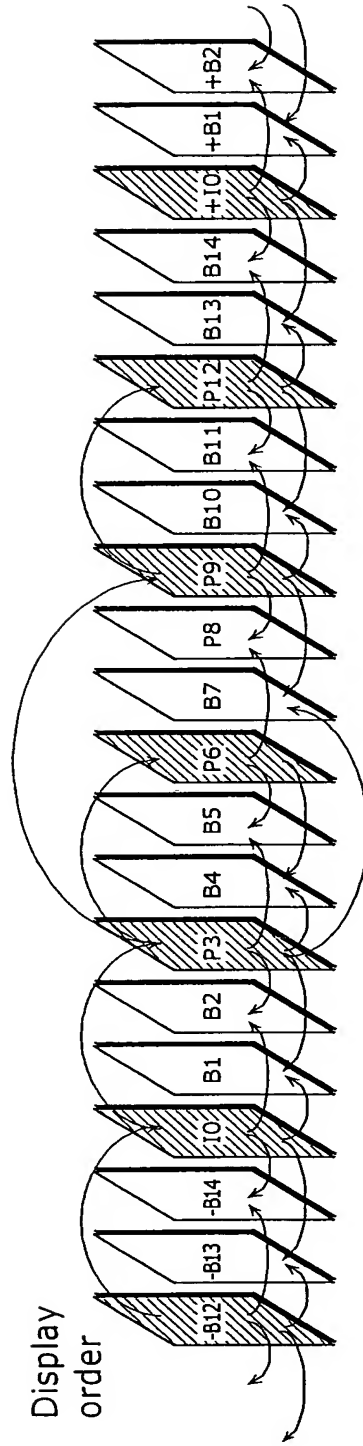


FIG. 16B

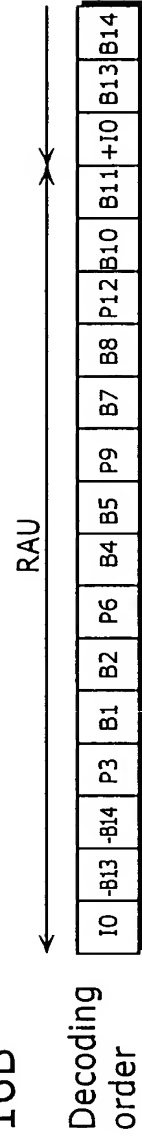


FIG. 16C

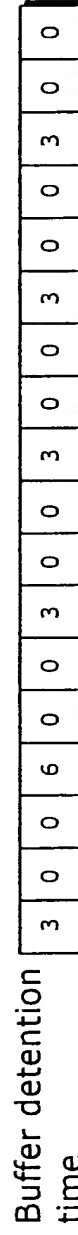




FIG. 17A

Display  
order

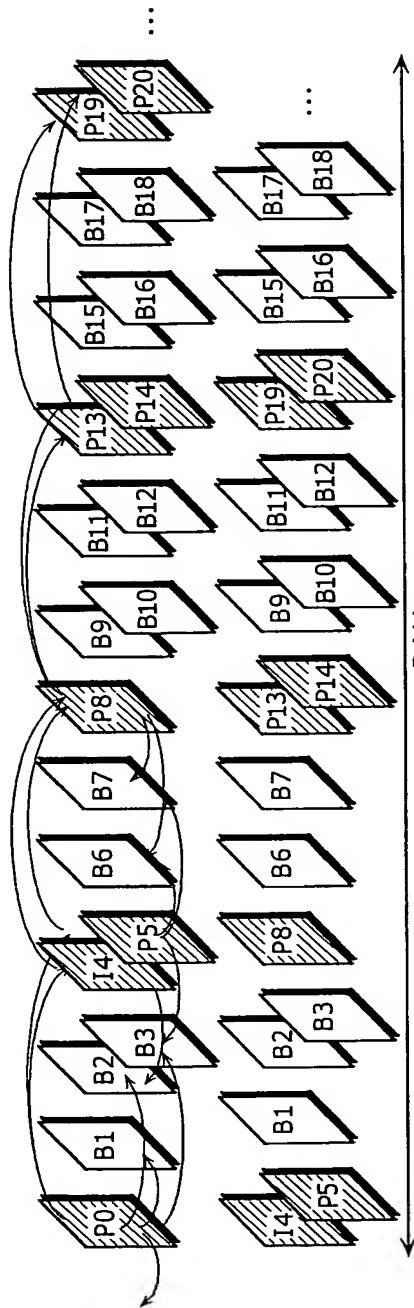


FIG. 17B

Decoding  
order

FIG. 17C

```
RAU map {
  num_AU_in_RAU;
  for (i=0; i < num_AU_in_RAU; i++) {
    frame_field_flag;
    pic_type;
  }
}
```

FIG. 17D

FIG. 17E

```
RAU map {
  num_frame_in_RAU;
  for (i=0; i < num_frame_in_RAU; i++) {
    frame_flag;
    if (frame_field_flag) frame_type;
    else frame_pair_type;
  }
}
```

RAU

30 ← num\_AU\_in\_RAU

frame_field_flag	pic_type	
0	0	← I4
0	1	← P5
1	3	← B1
0	3	← B2
0	3	← B3
1	1	← P8
1	3	← B6
1	3	← B7
0	1	← P13
0	1	← P14
0	3	← B9
0	3	← B10
0	3	← B11
0	3	← B12
0	1	← P19
0	1	← P20
...	...	

15 ← num\_frame\_in\_RAU

frame_flag	frame_type	field_pair_type	
0	-	IP	← I4, P5
1	3	-	← B1
0	-	BnBn	← B2, B3
1	1	-	← P8
1	3	-	← B6
1	3	-	← B7
0	-	PP	← P13, P14
0	-	BnBn	← B9, B10
0	-	BnBn	← B11, B12
0	-	PP	← P19, P20
0	3	BnBn	← B15, B16
0	3	BnBn	← B17, B18
...	...	...	

FIG. 17E

FIG. 18A

```
RAU map {  
    num_AU_in_RAU;  
    for (i=0; i < num_AU_in_RAU; i++) {  
        picture_structure;  
        picture_type;  
    }  
}
```

FIG. 18B

```
picture_structure:  Field  
                  or  Frame  
                  :  
                  :
```

FIG. 18C

```
picture_type:      I picture  
                  or  Reference B picture  
                  or  Non-reference B picture  
                  or  P picture  
                  :  
                  :
```

FIG. 19

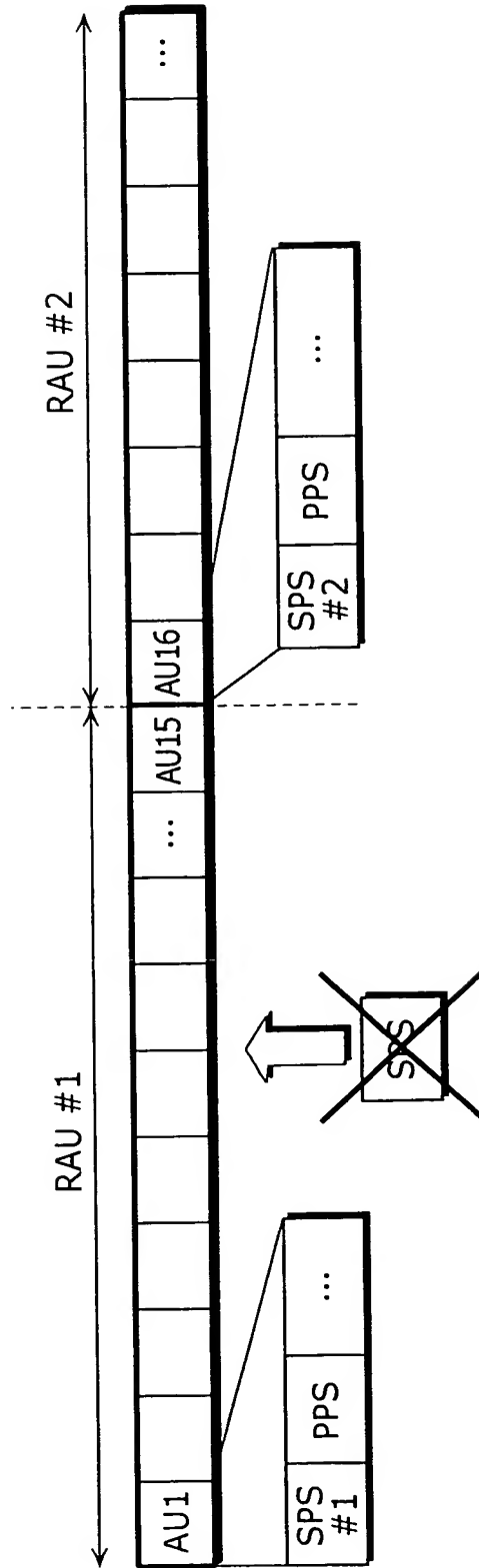


FIG. 20A

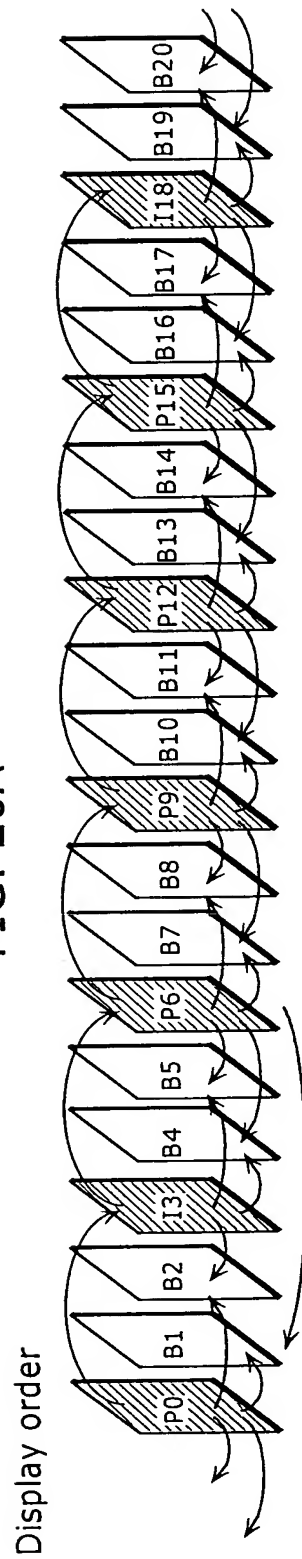
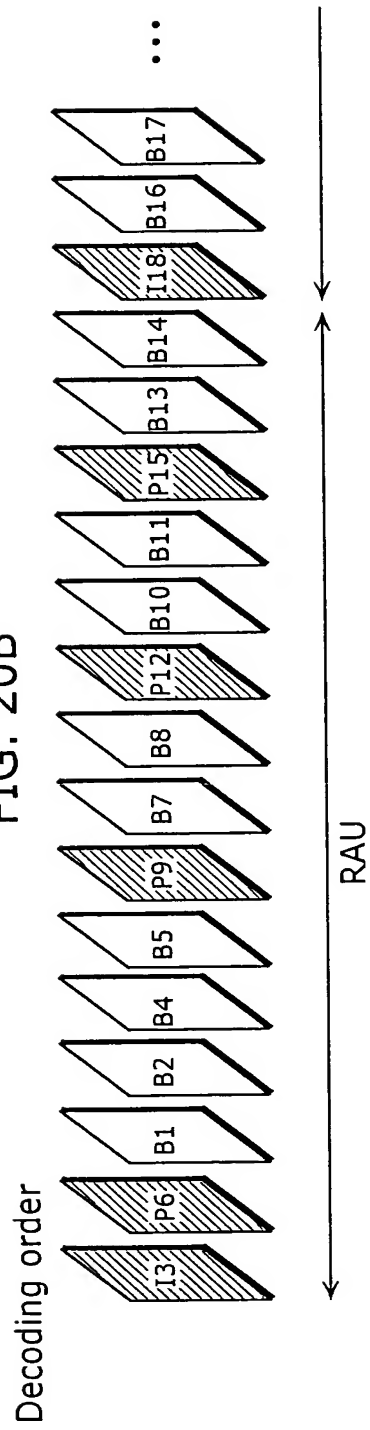


FIG. 20B



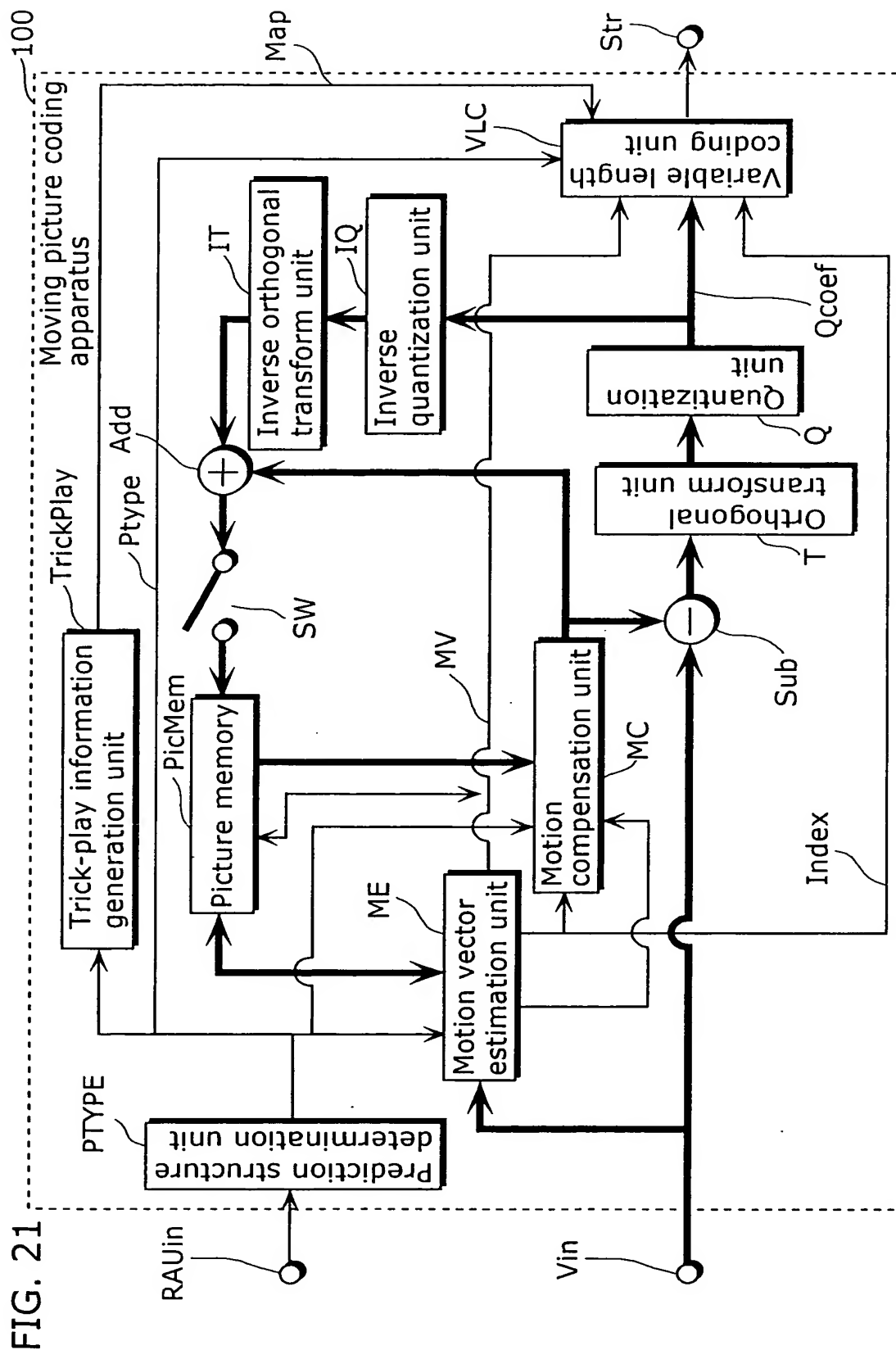


FIG. 21

FIG. 22

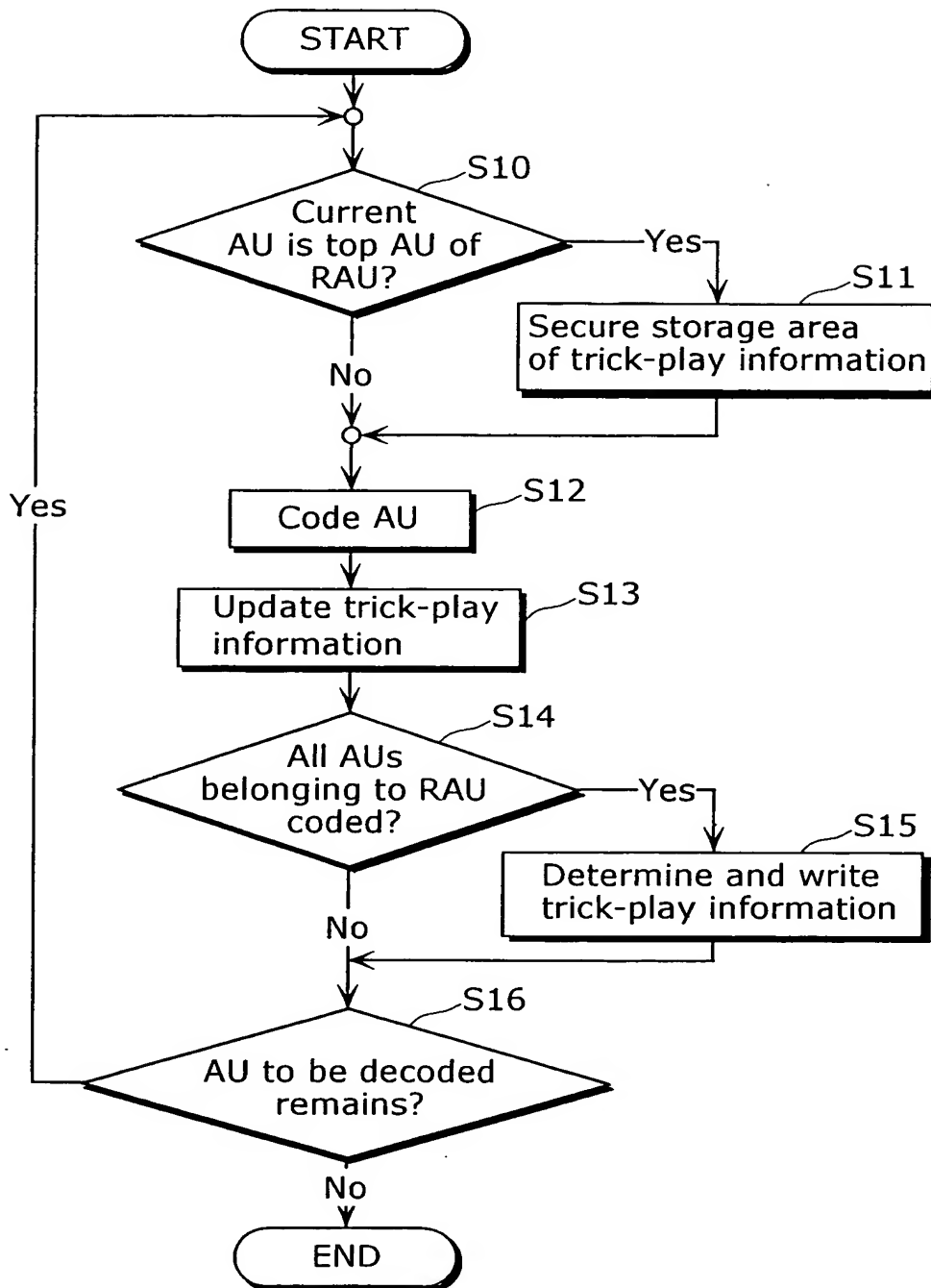


FIG. 23

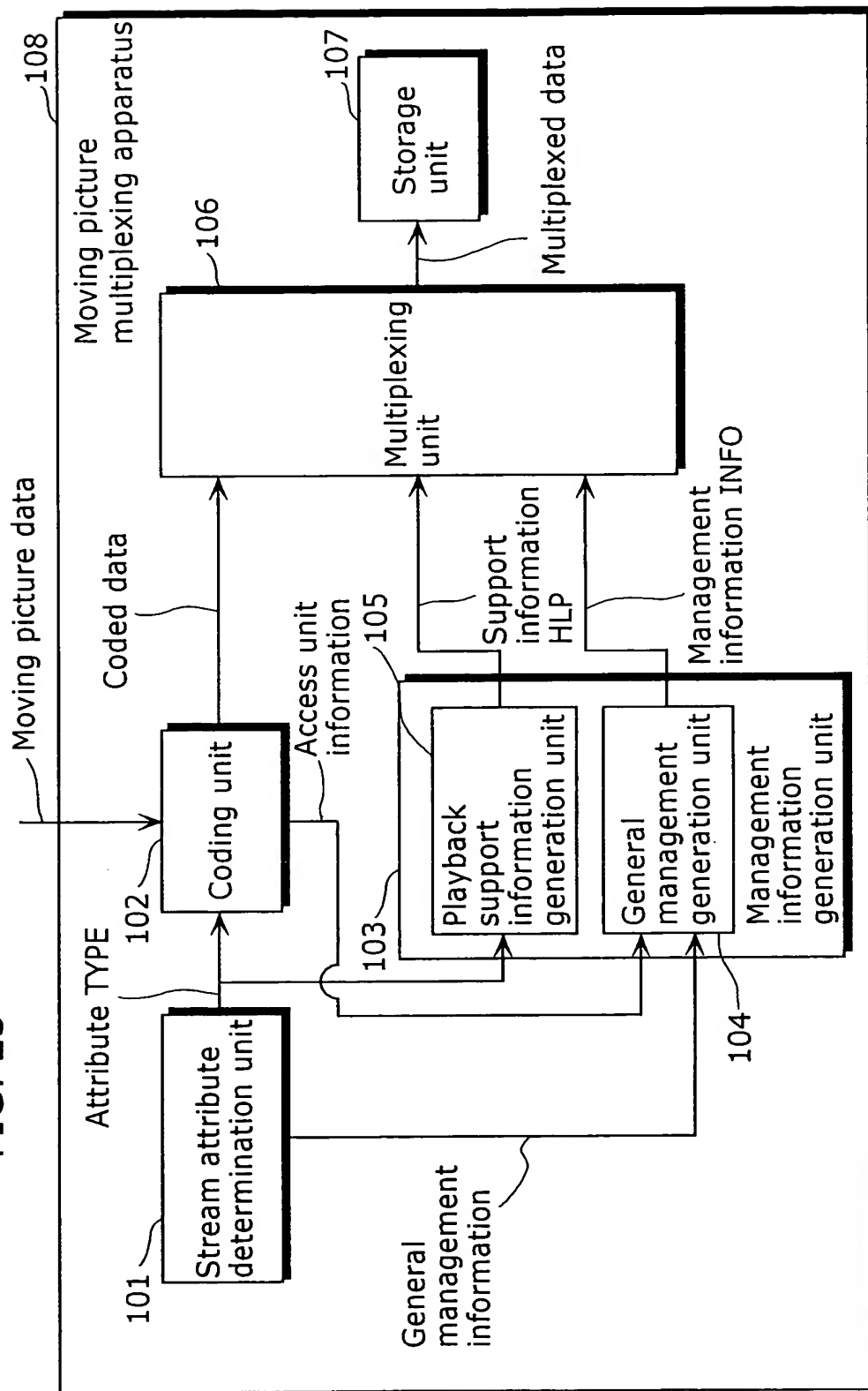


FIG. 24A

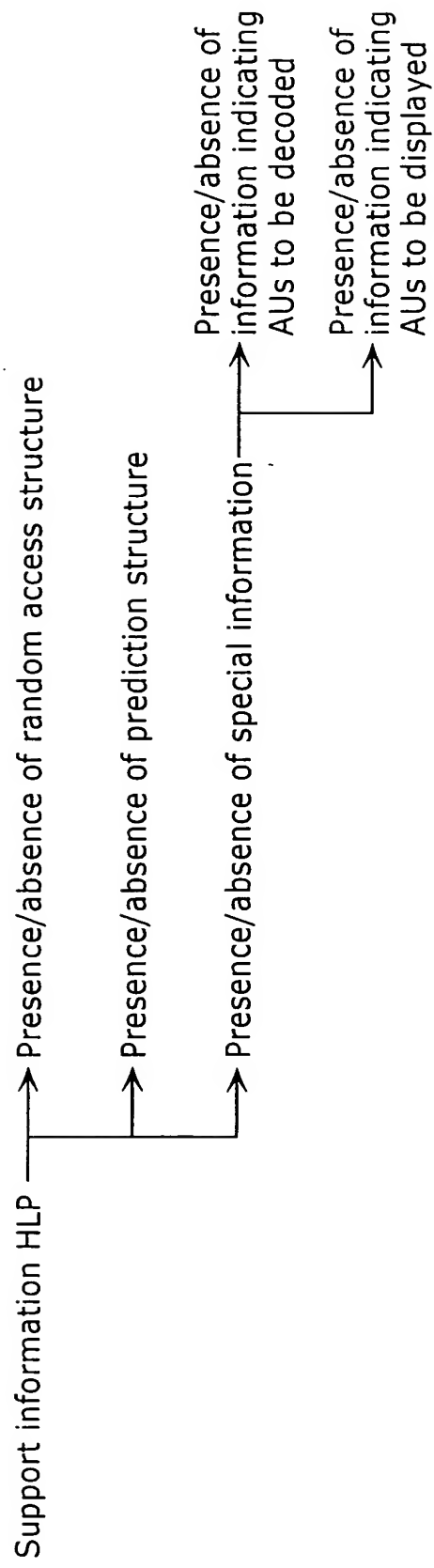
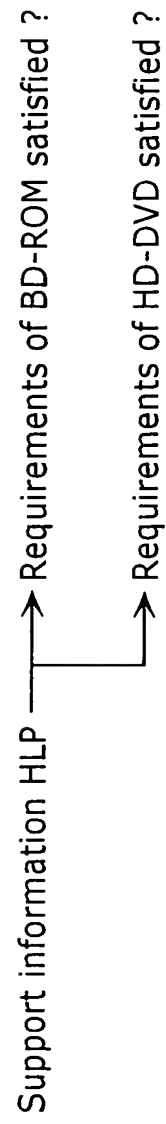


FIG. 24B





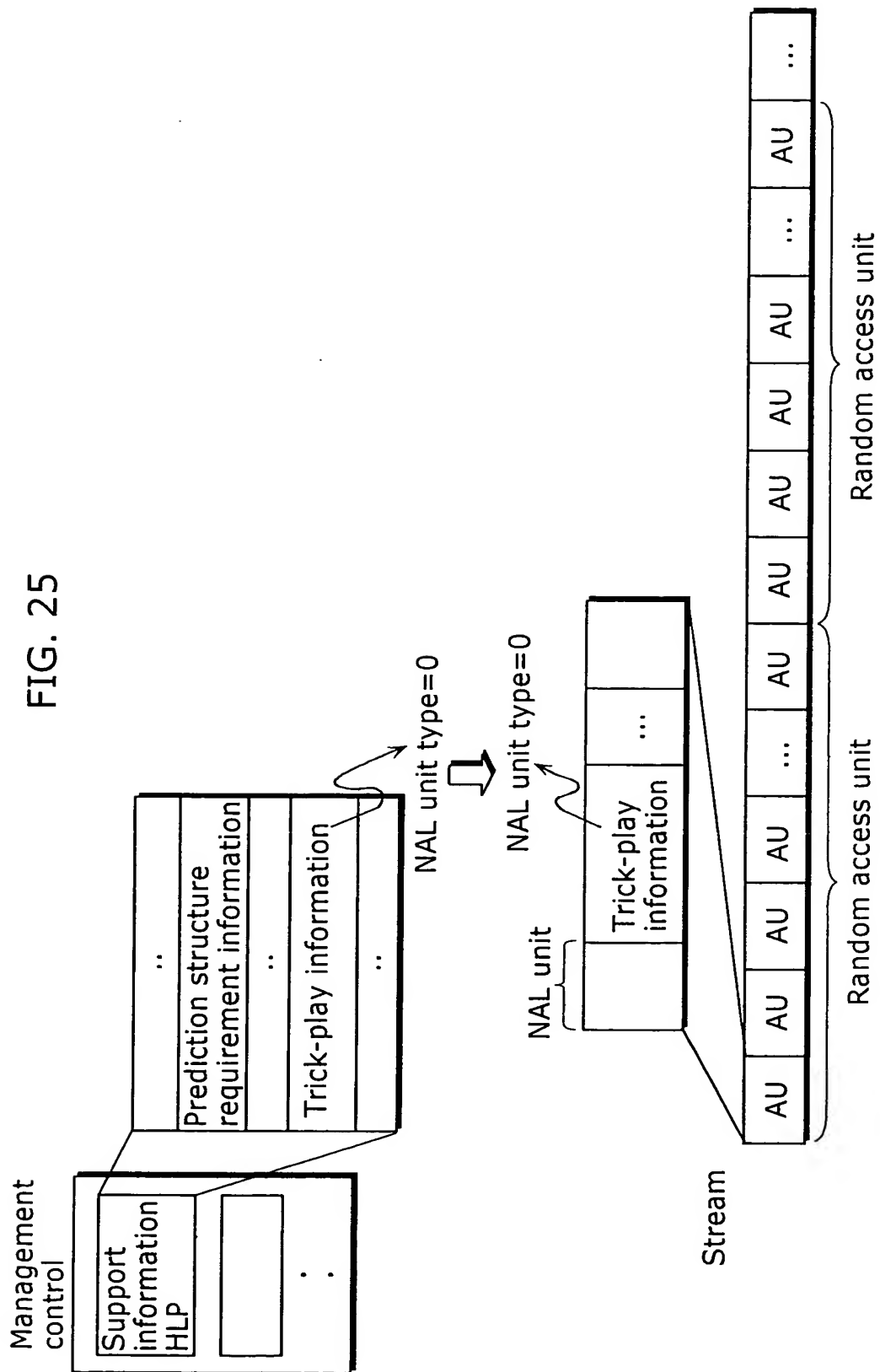


FIG. 25

FIG. 26

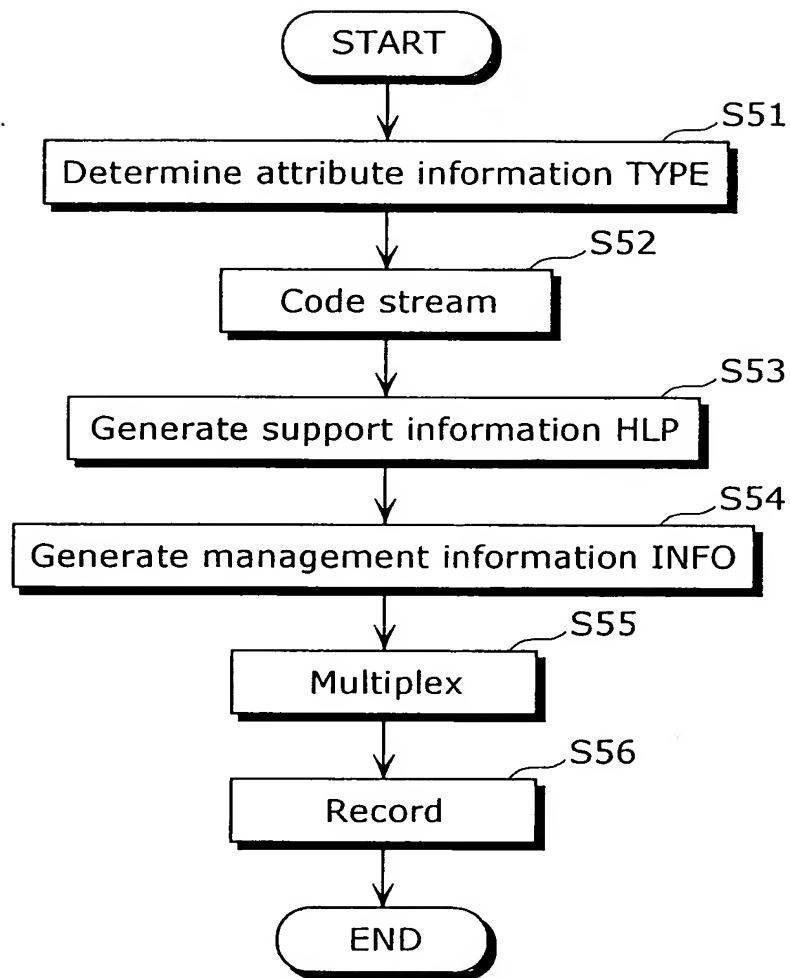


FIG. 27

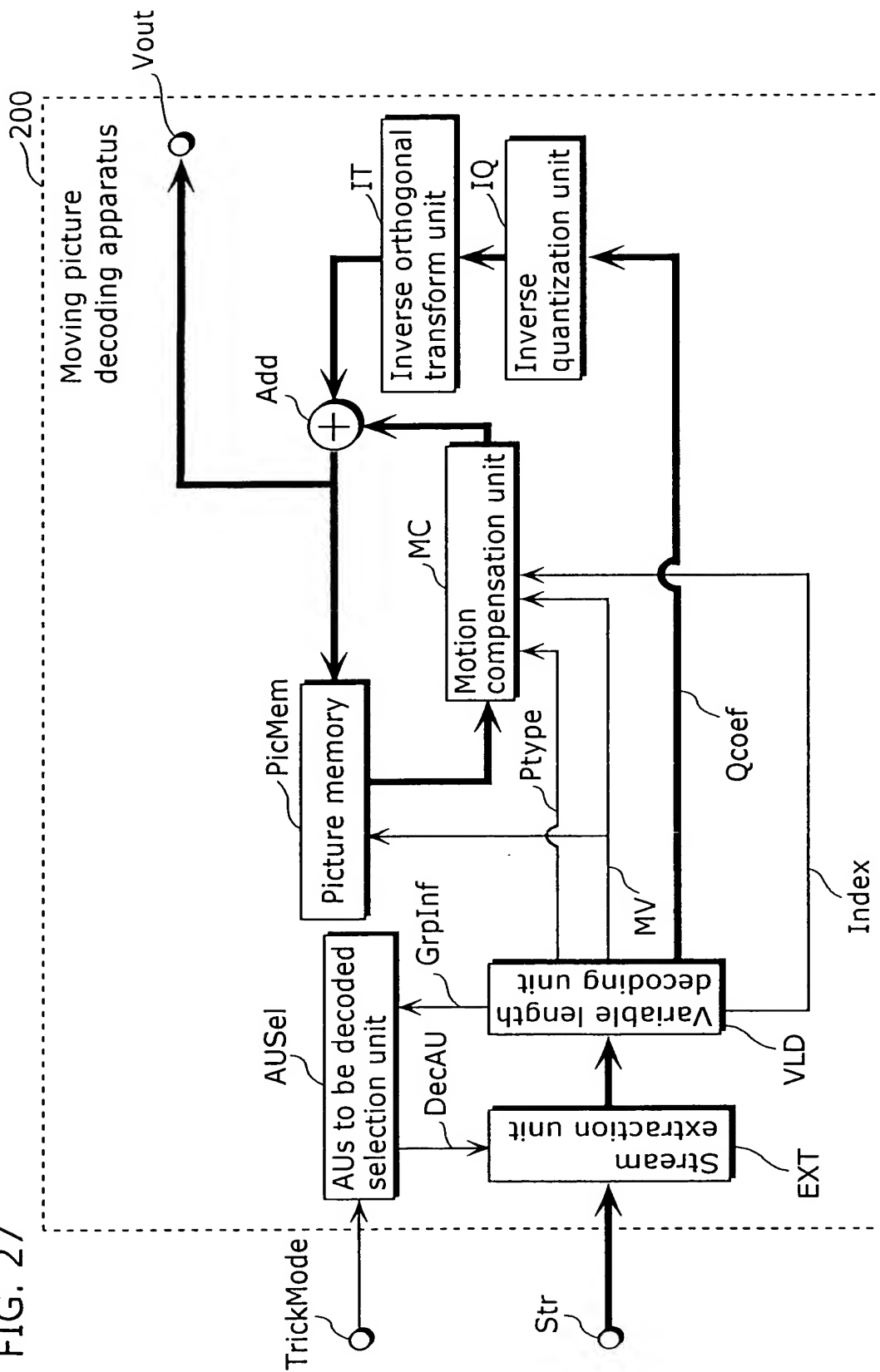


FIG. 28

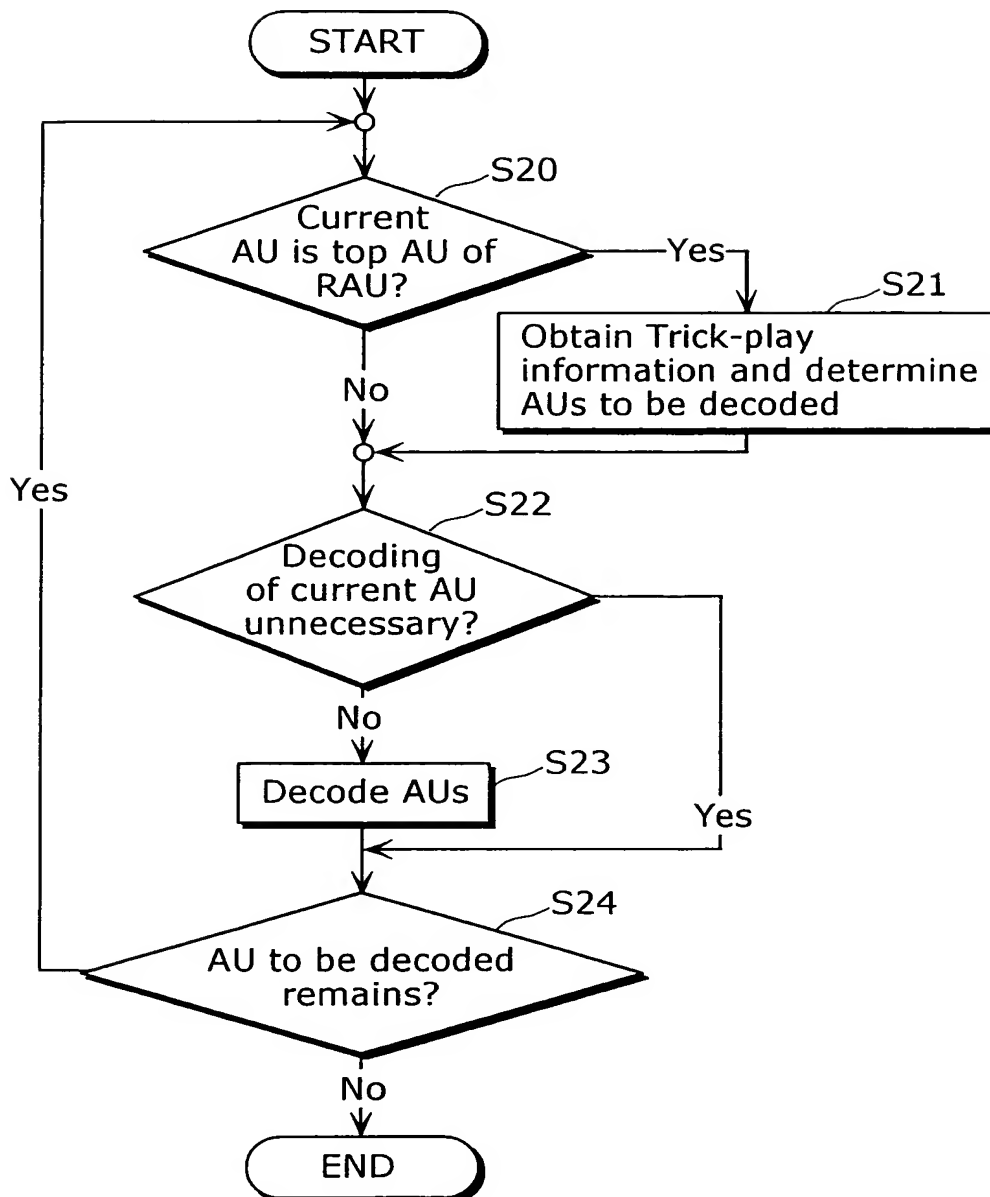


FIG. 29

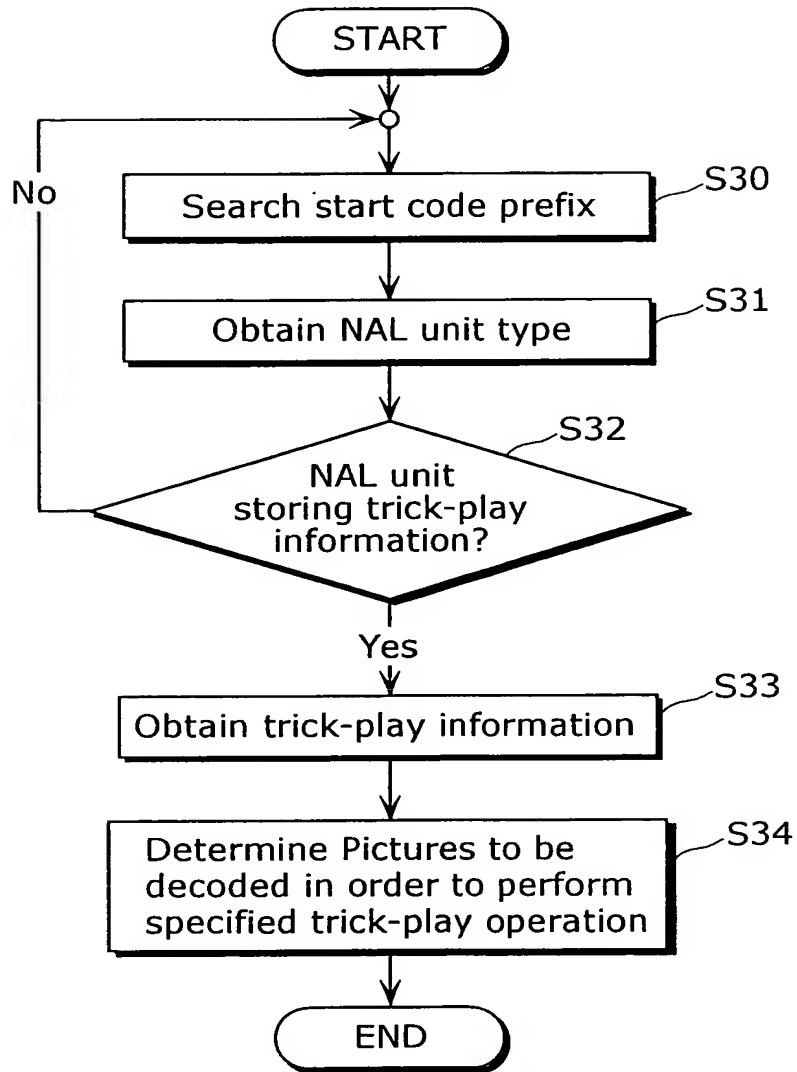


FIG. 30

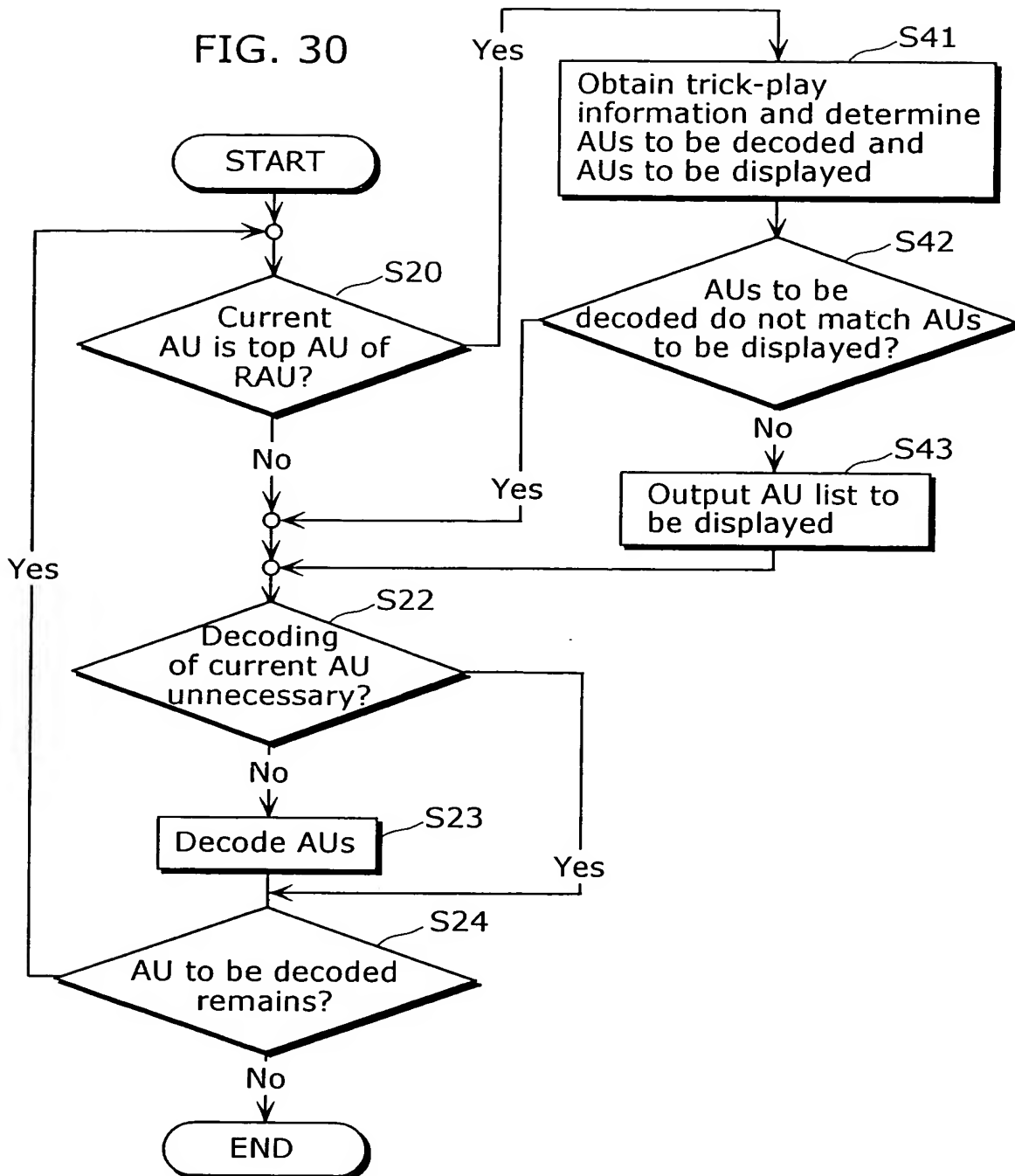


FIG. 31



FIG. 32

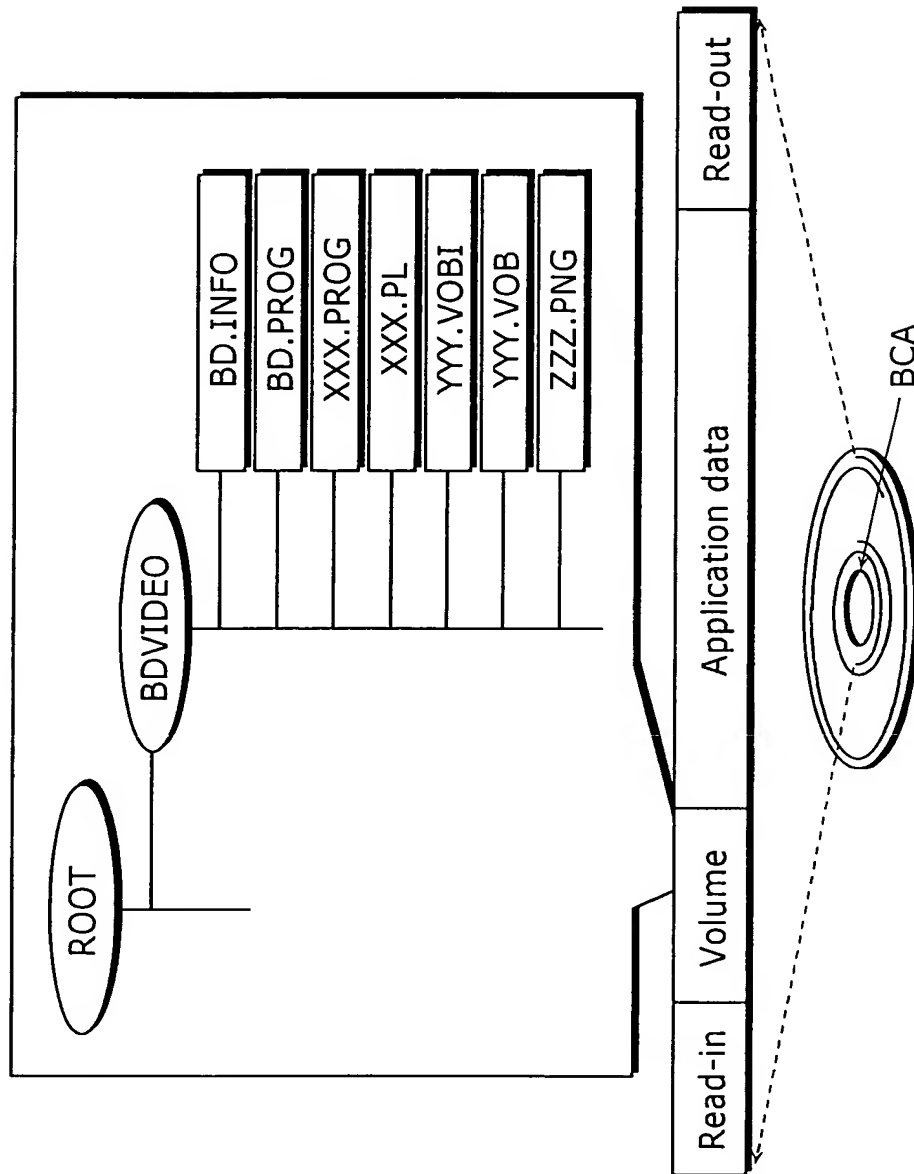




FIG. 33

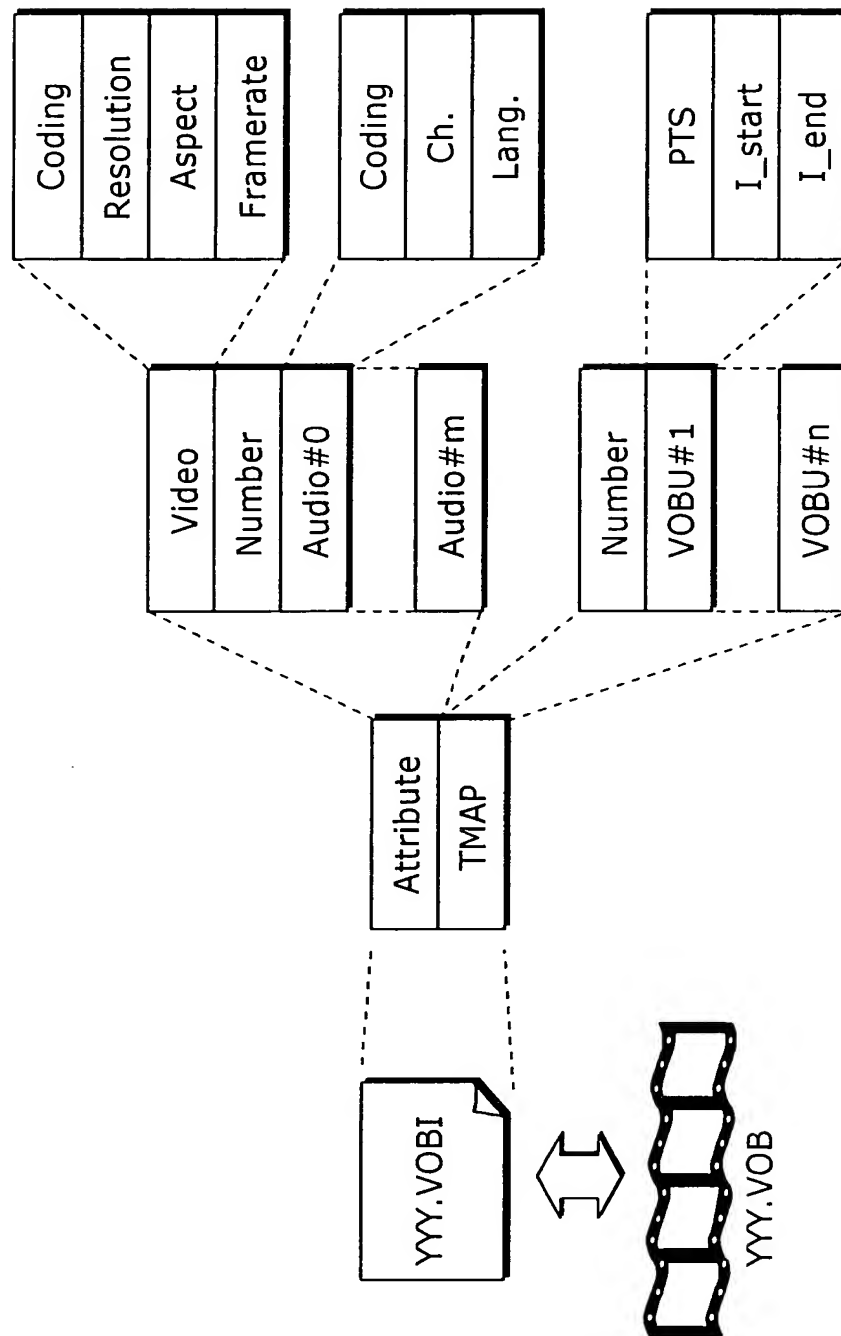
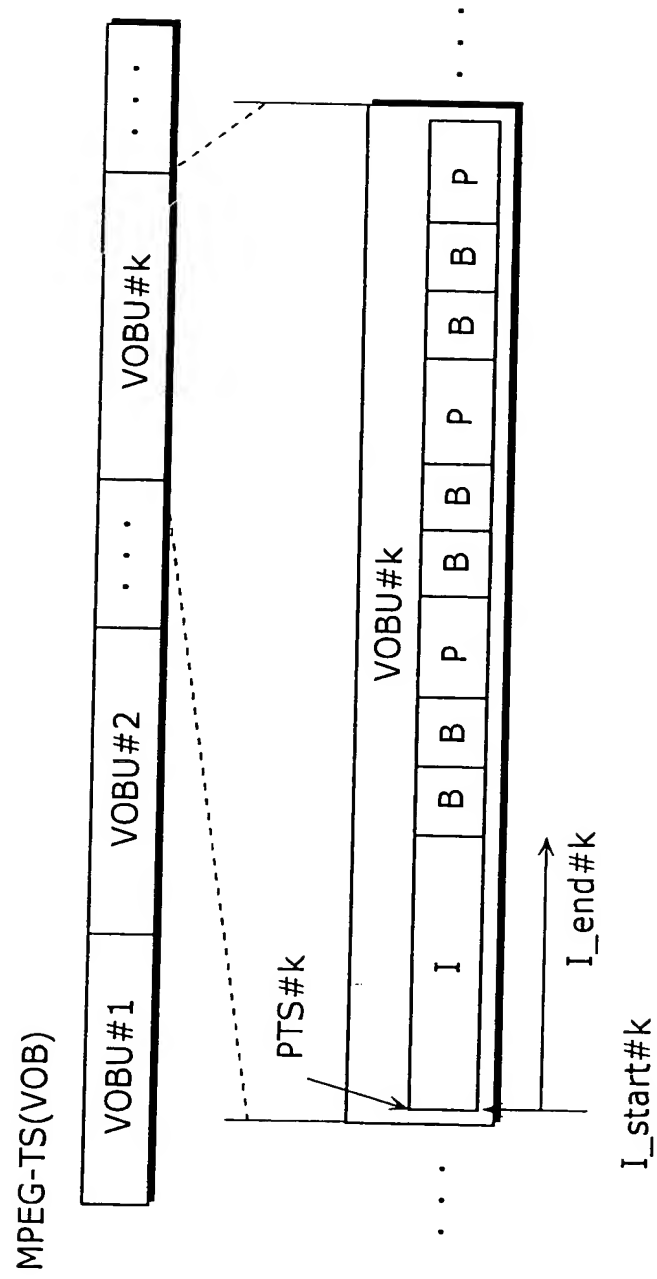


FIG. 34



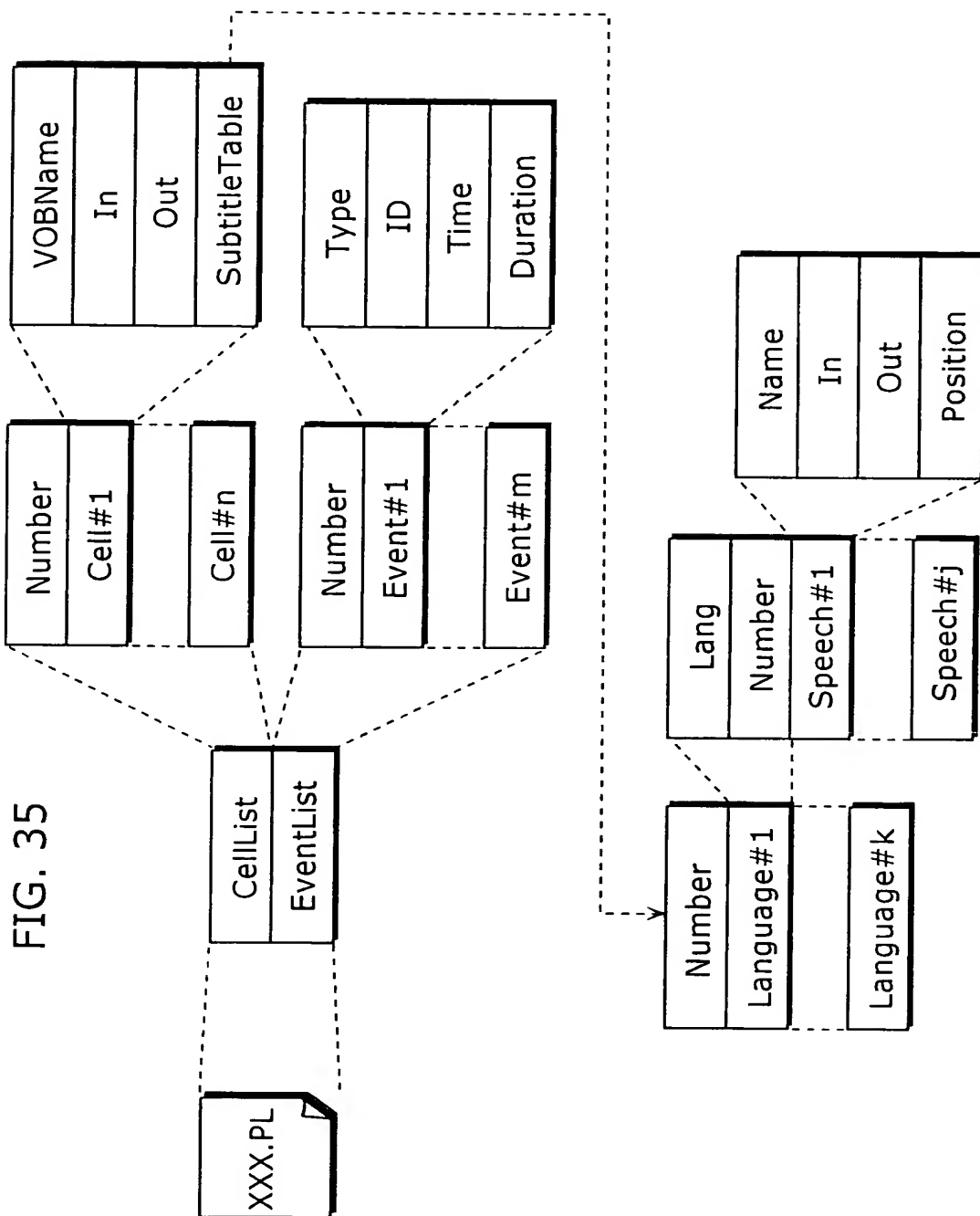


FIG. 35

FIG. 36

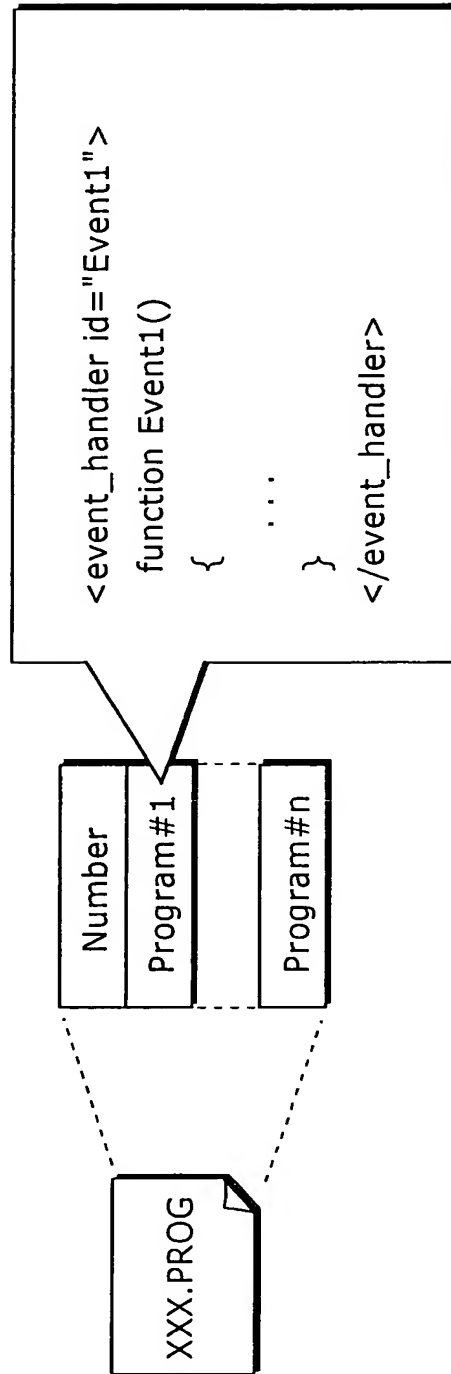


FIG. 37

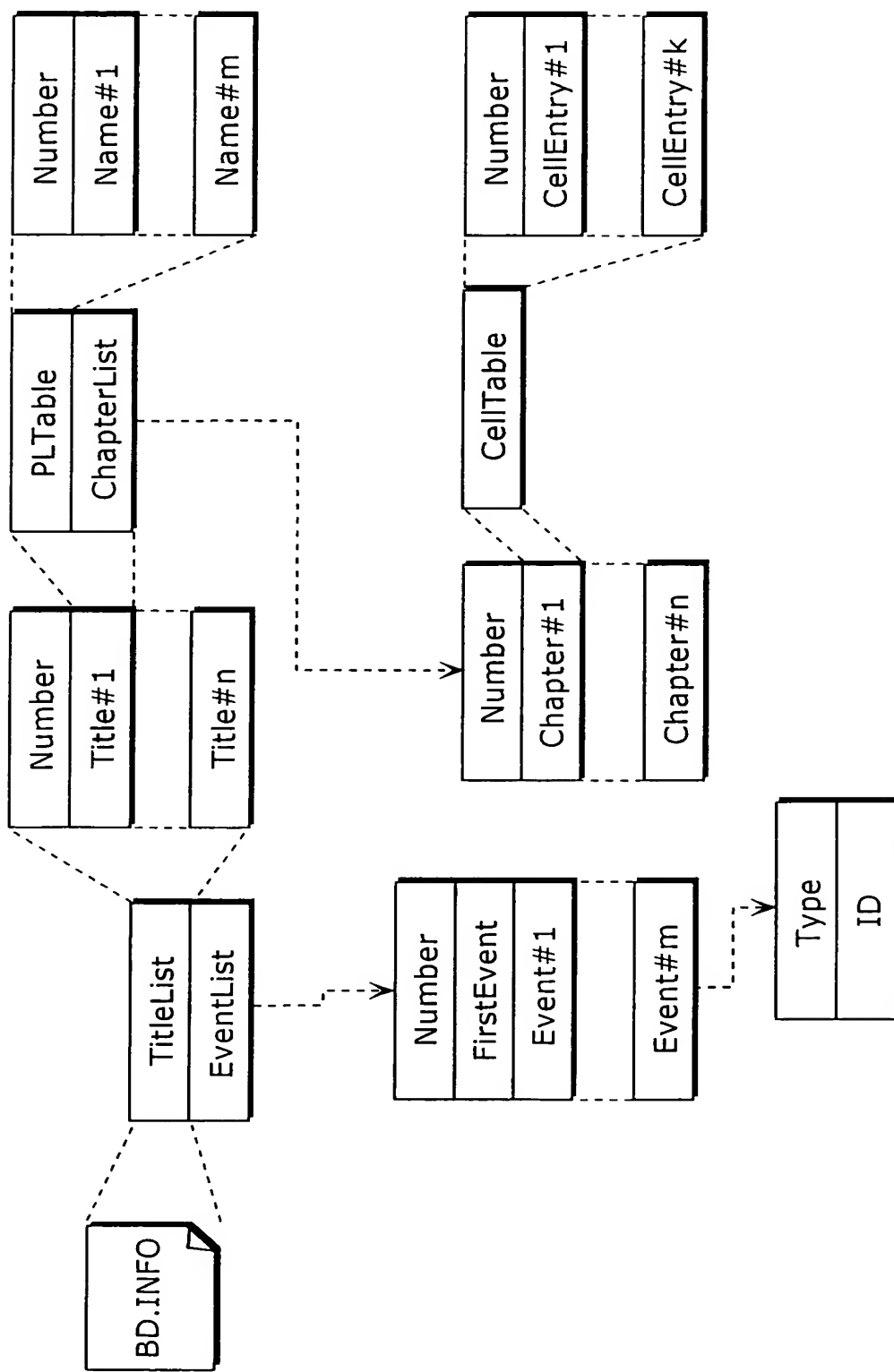


FIG. 38

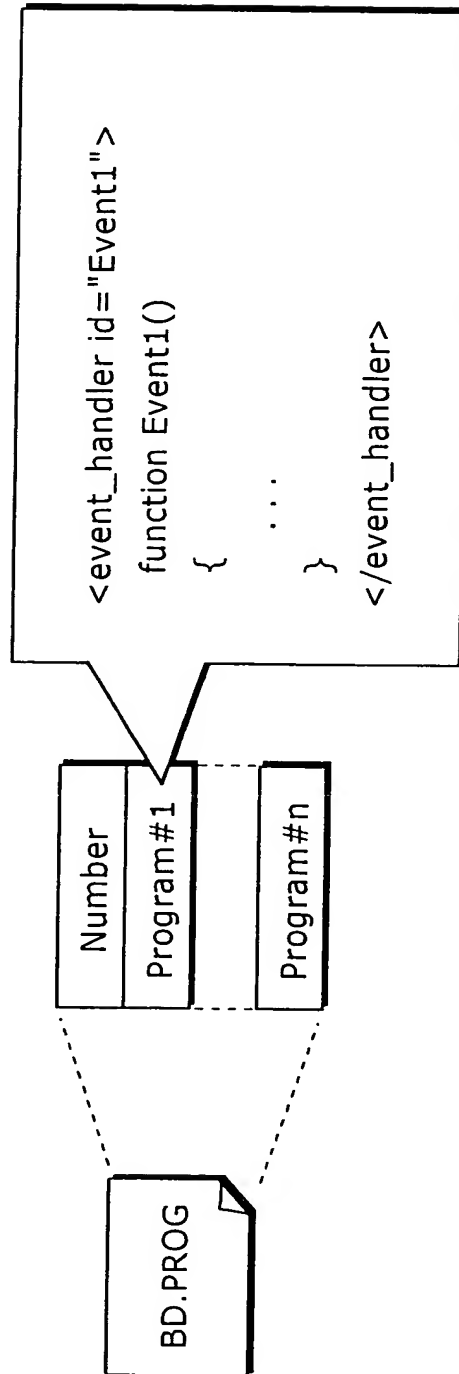


FIG. 39

